SNS-AKLE-USA

TEEN

T

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Please study this instruction manual carefully for maximum enjoyment of your game. Then look it in a safe place for future reference and proceed ti use your knowledge to destroy your opponents!

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TEEN
AGES 13+

TEEN
ANIMATED VIOLENCE
ANIMATED BLOOD AND GORE

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DO YOU HAVE THE INSTINCT?

PROLOGUE: A wind-swept battlefield of the distant past, littered with the debris of war. Above the moans and cries of the defeated can still be heard the clashing sounds of a single titanic confrontation. Two great warlords, leaders of their now smashed armies, are locked in battle, with the world itself as the prize. But this epic battle is not to have a conclusion. Suddenly, the warlords were engulfed in a nimbus of light, and vanished from the face of the earth, banished to the realm of Limbo. The battle-weary heroes whose spell had trapped the warlords heaved a sigh of relief. Armageddon had been averted, for now.

THE FUTURE: The world has seen much progress in the centuries since the warlords were banished, not all of it for good. Pollution has weakened the environment. Governments have fallen. Chaos rules, with huge mega-corporations battling and destroying each other for shares of the world's wealth.

In this bleak world, a single corporation, Ultratech, rises above the others. Rather than joining in direct battles with their competitors, Ultratech has profited from their suffering by selling them the very weapons they use against each other. Sales of weaponry are not the only source of profit for Ultratech, however. Their entertainment division produces the top rated television broadcast of the future, the Killer Instinct tournament, which also serves as a testing ground for Ultratech's weapons. The winners of the tournament are promised whatever they desire. The losers suffer a significantly poorer fate.

It is into this bloody contest that our heroes have been drawn. T.J. Combo, disgraced heavyweight champion of the world who seeks redemption. Glacius, a captured alien fighting for his life and a chance to escape. And the deadly robot Fulgore, programmed by Ultratech with a Killer Instinct and the freedom to use it. Each fights for his or her own reasons, but each has the same goal: win the tournament and destroy all opponents.

It will take more than radical moves and deadly special attacks to win this tournament. It will take a will, a desire, it will take a Killer Instinct.

CONTROL YOURSELF

+ CONTROL PAD

Up (↑) = *Jump*

Down (↓) = *Duck*

Left (←) and Right (→) = *Move*

Back (← or →) away from opponent = *Block High*

Back and Down (↙ or ↘) away from opponent = *Block Low*

L Button = *Quick Punch*

R Button = *Quick Kick*

Select Button = *Select Fighter*

Start Button

X Button = *Fierce Punch*

A Button = *Fierce Kick*

Y Button = *Medium Punch*

B Button = *Medium Kick*

Default Settings

The control pad has the default settings as shown. It is possible to change the button settings using the controller configuration system. A more detailed explanation of the different attacks is found on page 10. Although the attacks are described as "punch" and "kick" above, some of the non-human combatants use other modes of attack, like bites, tail slaps and swords.

LOOK OUT!

The Killer Instinct tournament is organized into rounds. Each round lasts 100 seconds. During that time, each player must attempt to take away both of the other player's life bars by doing physical damage to him. The first life bar is green to yellow, the second life bar is yellow to red. Between life bars, there will be a brief pause as the fighter who lost his life bar gets up off the ground, but otherwise the action is continuous through the entire 100 seconds.

If the 100 second timer runs out, the fighter who has the most energy in his or her life bar will win.

You score points during the fight for pulling off combos or other special moves. Obviously, the more impressive combos, like Ultras and Ultimates, are worth the most points.

KILLER OPTIONS

One or Two Player

On the main title screen, you will have the choice of playing a one player or two player game. In the one player game, you choose a character and use him or her to fight against the other characters in the tournament, who are controlled by the computer. Your ultimate goal: a showdown with Eyedol.

In the two player game, you play against another human player. You can play either a single game at a time, or set up a Tournament.

Tournament Set-Up

In the tournament mode, you can enter the names of up to eight different players. The computer will then set up the matches between players and keep track of each player's win-loss record. The computer will also make sure everyone takes turns, just like in the arcade (loser goes to the end of the line, bub!).

Practice Mode

In this mode, you fight a defenseless character who simply stands there and takes whatever you can dish out.

Controller Configuration

On the Options Screen, you can configure the buttons so they are assigned to the move you desire. To change a button's assignment, use the Control Pad ↕ to highlight the move you want to change (for example, Fierce Punch) and then press the button you want to assign to that move. Use this option if you have a joystick to make the game play exactly like in the arcade!

There are several other settings you can adjust on the Options screen:

DIFFICULTY: This setting can be tweaked to make the computer controlled characters tougher to defeat.

EASY BREAKERS: With this ON, Combo Breakers are easier to do.

RANDOM SELECT: Forces you to random select.

TIMER: Turn the timer off and your fights will last until one of the characters is defeated.

Selecting characters

Once you have the options set the way you want them, it's time to select your character. If you don't know the fighters, you should definitely study the fighter profiles on pages 16-22. Scroll through the fighters using the Control Pad. You can press Up and Down on the Control Pad to change the color palette of the character. Press any button to select the fighter you want to use. Once your opponent has selected his fighter, get ready to FIGHT!

BASIC MOVES

Each fighter in the Killer Instinct tournament has basic moves that are similar. In the human characters, these are usually punches or kicks of various degrees of ferocity. The non-human characters use other means of attacking. Each attack has three levels of intensity: quick, medium and fierce.

PUNCHES

QUICK PUNCH / KICK / BITE / SWORD

No matter what method of attack is used, a Quick attack is just that: it's fast but doesn't do a lot of damage. However, it can be difficult to get an attack in on an opponent who is unleashing a flurry of quick punches.

MEDIUM PUNCH / KICK / BITE / SWORD

A Medium attack is somewhere in between a Quick and Fierce attack in terms of speed and damage caused. It is possible to perform Medium attacks quite rapidly, but this requires some timing.

FIERCE PUNCH / KICK / BITE / SWORD

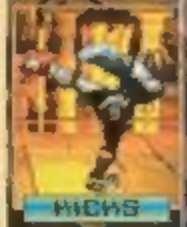
Fierce attacks are devastating, but are somewhat slow. It's possible to counter-attack after a Fierce attack if you time it correctly.

BLOCKING

Denying your opponent a clear strike is the best way to avoid damage (duh!) in any fighting game. In Killer Instinct, blocking skills are especially essential. To block a move, hold the Control Pad cross away from the attacking character. If correctly blocked, any normal move (Quick, Medium or Fierce) will not do any damage. To block correctly, you must master blocking high and low.

BLOCKING HIGH

If you just stand there and block, that will be good enough to block an attacker who is just standing there, or even one who is jumping in on you. However, if your enemy tries to get sneaky, and attacks low, blocking high will not be enough.



KICKS

BLOCKING LOW

Press Down and away from the attacker on the Control Pad and you will block low. Blocking low is necessary to block low attacks, such as sweeps. Sometimes you can also block standing attacks while ducking, but don't count on it. The only problem with blocking low is it leaves you open to a top attack.

TOP ATTACK

If your opponent is blocking low, you can top attack over the top of their defense. To do this, press away from your opponent on the Control Pad cross and press Fierce Punch.

UPPERCUT

Some characters can perform an uppercut by pressing Down on the Control Pad and Fierce Punch. This is especially useful when an attacker jumps at you. Several characters do not have uppercuts, but they have special move counter-attacks against jumping attackers.

SWEEP

Press Down and Fierce Kick next to a standing opponent to execute a sweep attack. If you hit, it will knock your foe down. Not every character has a sweep move.

DUCK

Press Down on the Control Pad and your character will duck. From this position, he or she can attack low. Some characters, like Sabrewulf, can actually avoid some attacks this way.

SPECIAL MOVES

Each character also has a fine selection of special moves to use in combat. Each character's special moves are different, and usually require the use of buttons in combination with the Control Pad cross. These techniques are introduced on page 15. The character bios starting on page 16 give the actual button combinations you need to execute to perform the special moves.

Block Low

Top Attack

Uppercut

Sweep

Special Moves

E.C.T. [elementary combo theory]

So, you've mastered the basics of pounding each other. Now it's time to learn a combo or two. Combos are basically a combination of buttons that produces multiple hits. Now, these hits aren't really free, as you must connect with the first one in order to activate the combo. However, a successful combo can give you many extra hits for the low price of just a few button presses. It's possible to get a 30 hit combo for a mere 5 button presses! But that will come later. First, you must learn the law of Jump-In Auto-Doubles.

JUMP-IN AUTO-DOUBLES

In order to perform a Jump-In Auto-Double, you must first jump-in and attack your opponent, successfully hitting them. Once you have scored the first hit, if you press the proper button next, you will not only get your first hit, but you will also get two or three bonus hits. The whole sequence will register as a Triple Combo or Super Combo. The trick is to know what pair of buttons will produce the Auto-Double. It's easiest to imagine the buttons on the controller as if they were connected as shown in the diagram below:

AUTO DOUBLE DIAGRAM USING SIX PAD

You can tell from this diagram (shown here using the default Control Pad layout) that if you jump-in and hit, for example with a Fierce Kick, pressing Medium Punch immediately after the first hit should trigger at least a Triple Combo. Note that although the arrows go both ways in the diagram (Fierce Punch to Medium Kick and Medium Kick to Fierce Punch) not every Auto-Double button combination will work with every character.

OPENERS

The jump-in attack is what is known as an "Opener" move. This means that if this initial attack is successful, your opponent is briefly open to whatever combo series you want to punish him or her with. Each character also has several special moves that function as openers. If you hit with an Opener move, there is at least one button (sometimes more) that you can press to get an Auto-Double.

TOP ATTACK AUTO-DOUBLE

Top Attacks are also Openers.

LINKERS

So what do you do once you have mastered Triple and Super Combos? You extend your combo tally using moves known as Linkers. After you have successfully hit your opponent with an Auto-Double, you can continue to combo them by following the last hit of the Auto-Double with a Linker move and another Auto-Double button.

END SPECIALS

The best way to finish a combo is an end special, which can be added after any Auto-Double or Linker. End Special are listed in each character's profile. An example of a complete combo sequence would be:

Jump-In hit

+

Auto-Double button

+

Linker

+

Auto-Double button

+

End Special.

I.C.T. [intermediate combo theory]

There's nothing that can make you feel quite as helpless as a multi-hit combo. So what can you do about it besides put the Control Pad down and grab some soda and chips? You can bust out a Combo Breaker, that's what!

Each fighter has a special move that will function as a Combo Breaker. A Combo Breaker can potentially interrupt any part of a combo— Auto-Double, Linker, and End Special (but not the final hits of an Ultra Combo). The key is to use the proper Combo Breaker to break the move. This takes practice and a keen eye, plus vast knowledge of every character's Openers, Linkers and Auto-Doubles.

Combo Breakers can be summed up as follows:

Quick breaks Medium.
Medium breaks Fierce.
Fierce breaks Quick.

The best way to envision Combo Breakers is like the game "Scissors, Paper, Rock." The correct combo breaker will beat your opponent's attack. To break an opener sequence or an end finisher, you must perform the combo breaker using the button that breaks the button your opponent is using. So if he hits you with a Fierce opener, you can break with your Quick combo breaker.

Since you can break a Linker with any of the buttons (Quick, Medium or Fierce), it's risky to do long combos. However, you still have to learn the timing to do the combo breaker and that only comes with practice.

Breaking a combo does several things. First of all, it gets you out of the humiliating sequence of hits and damage, and it throws your opponent for a loop! Second of all, all characters have some moves that are enhanced after they have broken a combo. We have left these advanced post-breaker moves for you to discover on your own.

FIGHTER PROFILES

Each of the character biographies on the following pages details the fighter's special moves. There are three general categories of Special Moves: Charge Moves, Roll Moves and Tap Moves.

Charge Moves
involve holding the Control Pad cross in the indicated direction for about two seconds (it can help to count 1-2), then pressing in the opposite direction with an attack button.

Roll Moves
are done by performing a rolling motion on the Control Pad cross, and then pressing an attack button. The instructions indicate the key directional points you must hit during the rolling motion, but you should always try to hit all points in-between. A smooth, even rolling motion is best; you don't have to do it super fast.

Tap Moves
are performed by tapping the control pad cross in the indicated direction and then pressing an attack button immediately afterward.

As you practice these moves (and it will take practice, especially if you haven't played a lot of fighting games before) they will become second nature. When you first do the moves, try to do them slowly and deliberately for maximum accuracy. Once you're proficient, you'll be able to pull them off second nature.

Here is the key to the symbols used in the bios:

Qp = Quick Punch Button
Qk = Quick Kick Button
Mp = Medium Punch Button
Mk = Medium Kick Button
Fp = Fierce Punch Button
Fk = Fierce Kick Button
← = Press Control Pad cross away from opponent
→ = Press Control Pad cross towards opponent
, = A sequence of buttons
"Move Name" "Button" = Do the move using the indicated button

T.J. COMBO AGE: 25
HEIGHT: 6'1" WEIGHT: 220 lbs.

T.J. Combo was once the undisputed heavyweight champion of the world for five years straight. He was stripped of his title for his brutal methods of punishing opponents. He now fights to regain his fame and fortune.

Special Moves:

Powerline:	Charge ← then → and Fp
Rollercoaster:	Charge ← then → and Mp (goes through fireballs)
Spinfist:	Charge ← then → and Qp
Flying Knee:	Charge ← then → and Fk
Knee K.O.:	Charge ← then → and Mk
Fast Flying Knee:	Charge ← then → and Qk
Turn Around Punch:	Charge → then ← and Qp
Cyclone:	Charge Fp then release

Example of Valid Opener: Rollercoaster + Fk
End Specials: Powerline, Rollercoaster, Spinfist
Combo Breaker: ← then → and any kick
Danger Moves: ←→→Mp + Chargerator
Ultra Combo: →←Fp

JAGO AGE: 21
HEIGHT: 5'6" WEIGHT: 190 lbs.

Jago is a mysterious warrior monk from a remote region of Tibet. Guided by the powerful Tiger Spirit to seek his destiny, he has been led to the Killer Instinct tournament to destroy the evil within.

Special Moves:

Lockdown:	↓↘→ and any punch
Wind Kick:	↘↓↙ and any kick (goes through projectiles)
Laser Sword:	↘↓↙ Fp
Tiger Fury:	→↓↘→ and any punch

Example of Valid Opener: Wind Kick Fk + Mk
End Specials: Tiger Fury, Lockdown Qp, Wind Kick Mk
Combo Breaker: Tiger Fury
Danger Move: ←→→Qp Sword
Ultra Combo: Wind Kick Qk

FULGORE AGE: ?
HEIGHT: 8'5" WEIGHT: 580 lbs.

A prototype cybernetic soldier developed by Ultratech, Fulgore was entered into the Killer Instinct tournament as a field test of its combat capabilities. Once its abilities are proven, mass production will begin.

Special Moves:

Laser Storm (single):	↓↘→ and any punch
Laser Storm (two shots):	←←↓↘→ Qp
Laser Storm (three shots):	→←←↓↘→ Qp
Plasma-port:	←↓↙← and any button
Plasmaslice:	→↓↘→ and any punch
Eyebeam:	↘↓↙ Fk
Cyberdash:	Charge ← then → and any kick
Reflect:	↓↙← and any punch

Example of Valid Opener: Eyebeam Fk + Mk
End Specials: Laser Storm Mp, Plasmaslice Fp, Plasma-port Qp, Cyberdash Mk
Combo Breaker: Plasmaslice
Danger Move: ↓↘→Fk Gun 'em down
Ultra Combo: Plasmaslice Qp

B.ORCHID AGE: 23
HEIGHT: 5'8" WEIGHT: 125 lbs.

B. Orchid is a secret agent, sent by an unknown group to investigate the mysterious disappearances that surround the Killer Instinct tournaments. Her style, beauty and abilities are shrouded in secrecy.

Special Moves:

Lasso:	↓↘→ any punch
Kick Flip:	Charge ← then → and any kick
Fire Cat:	Charge ← then → and any punch
Spinning Sword:	↘↓↙ + Fp
Kiss:	↘↓↙ + Mp (or Qp)

Example of Valid Opener: Fire Cat Mp + Fp
End Specials: Spinning Sword Fp, Lasso Fp, Kick Flip Mk
Combo Breaker: Kick Flip
Danger Moves: ↓→← Qk (goes to Lightning Frog)
Ultra Combo: ←→ Mp

CHIEF THUNDER AGE: 42
HEIGHT: 6'2" WEIGHT: 280 lbs.

Mystical defender of Native American people, Chief Thunder enters the Killer Instinct tournament to solve the mystery behind the disappearance of his brother, Eagle, in the previous year's tournament.

Character Moves

Phoenix:	↓↘→ any kick
Sammamish:	→↘↓↙← and punch
Triplax:	Charge ← then → and any punch
Tomahawk:	While in mid-air →↘↓↙← Fp
Reverse Triplax:	Charge → then ← and Mp

Example of Valid Opener: Tomahawk + Ok
End Specials: Triplax Fp, Phoenix Fk, Sammamish Mp + Fp
Combo Breaker: Sammamish
Danger Move: Phoenix Fp Lightning
Ultra Combo: ←→Op

RIPTOR AGE: 9
HEIGHT: 7'0" WEIGHT: 700 lbs.

Riptor is a product of Ultratech's DNA Manipulation Project. By splicing human and reptilian genes, they have created a fighting creature with animal ferocity and human intelligence.

Character Moves

Claw Uppercut:	↘↓↙ Op
Tailflip:	↘↓↙ any kick
Flaming Venom:	↓↙← any punch
Dragon Breath:	↘↓↙ Ip
Jump Rake:	Charge ← then → any kick
Rampage:	Charge ←then→ any punch
Reverse Jump Rake:	→then ← Mk (or Ok)

Example of Valid Opener: Jump Rake Ok + Op
End Specials: Flaming Venom Fp, Tailflip Mk, Claw Uppercut
Combo Breaker: Jump Rake
Danger Move: ←← Mk Deadly Venom
Ultra Combo: ←→ Ok

SPINAL AGE: 2850
HEIGHT: 5'5" WEIGHT: 110 lbs.

Spinal's origin is a closely guarded secret of Ultratech. A secret branch of the corporation, using a variety of special techniques, have succeeded in reviving an ancient warrior. With only the vaguest memories of his past life, Spinal knows how to do only one thing: fight!

Character Moves

Skeleport:	↓↓ any kick or punch
Power Devour:	← and hold Op
Searing Skull:	↓↘→ and any punch (after charging shield with projectile)
Soul Sword:	←→ and Mp
Bone Shaker:	→→ and any punch
Super Searing Skull:	←↙↓↘→ Fp (after absorbing projectile)
Sliding Kick:	↙↓↘ Fk

Example of Valid Opener: Bone Shaker Mp + Mk
End Specials: Skeleport any punch, Bone Shaker + any punch
Combo Breaker: Bone Shaker
Danger Move: ←←→ Ok Stab
Ultra Combo: ↓↘→Fp

SABREWULF AGE: 95
HEIGHT: 5'11" WEIGHT: 900 lbs.

Sabrewulf is afflicted with the rare disease, Lycanthropy. Although he has spent most of his life as a recluse, he enters the Killer Instinct Tournament on the promise of a cure if he is victorious.

Character Moves

Sabrespin:	Charge ← then → and any punch
Flaming Rip:	↓↙← and any punch
Roar:	↘↓↙Fk
Sabrepounce:	Charge ← then → and Fk
Sabreslap:	Charge ← then → and Mk
Sabreroll:	Charge ← then → and Ok
Reverse Sabrespin:	Charge → then ← and Mp

Example of Valid Opener: Sabrepounce + Mp
End Specials: Sabrespin Op, Sabrepounce, Sabreroll, Sabreslap
Combo Breaker: ←→ Any Kick
Danger Move: ←← Mk Claw
Ultra Combo: →← Ok

GLACIUS AGE: UNKNOWN
HEIGHT: 6'3" WEIGHT: 300 lbs.

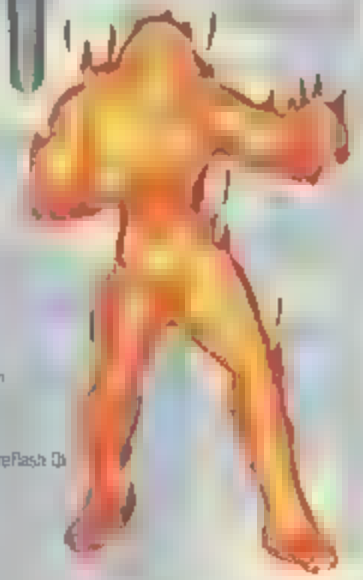
Glacius [illegible] an alien being from a distant planet. When his [illegible] crash landed on earth, he was captured by Ultra[illegible] [illegible] above these alien beings to be inferior. Ultra[illegible] [illegible]

[illegible]	↓↘→ and any punch
[illegible]	Charge ← then → and any punch
[illegible]	↘↓↙ [illegible]
[illegible]	↓↘→ [illegible]

Example of Valid Opener: [illegible]
End Specials: Shockwave Fp, [illegible]
Combo Breaker: ← then → [illegible]
Danger Move: ←↙↓↘→ [illegible]
Ultra Combo: ←→ [illegible]

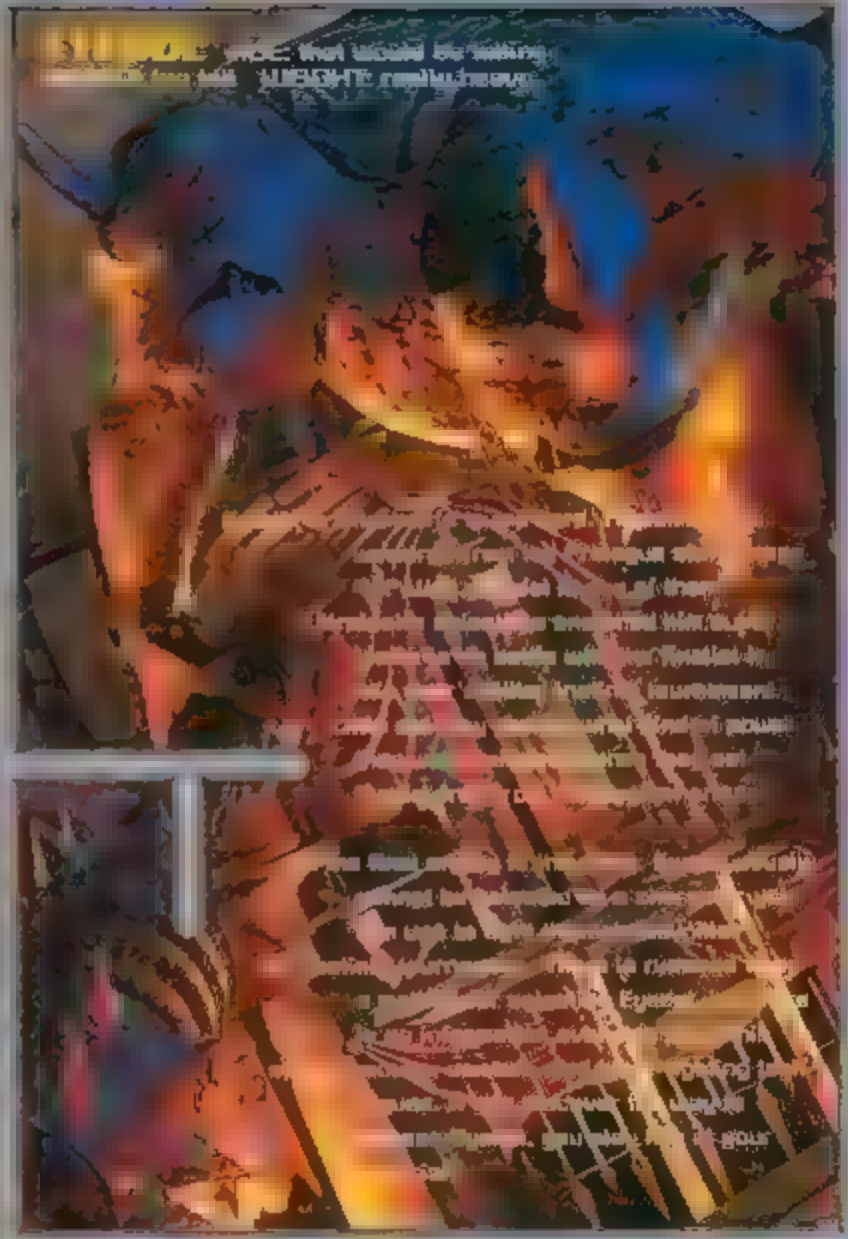
[illegible] AGE: 31
HEIGHT: 8'2" WEIGHT: 195 lbs.

Cinder was a convicted [illegible] Ultratech's chemical [illegible] [illegible] He has now [illegible] Glacius in the Killer [illegible]



Inferno	→→ and any kick
[illegible]	→↘↓↘→ and any kick
[illegible]	←← Dp
[illegible]	→↘↓↙← [illegible]
Mirage	→↘↓↙← Mp
Trailblazer	Charge ← then → and any punch
	In air →→ and any punch

Example of Valid Opener: Trailblazer Mp + Dp
End Specials: Trailblazer Mp, Fireflash Fk, Fireflash Mk, Fireflash Qk
Combo Breaker: Fireflash
Danger Move: ↓↘→ Qk Inferno
Ultra Combo: ← then → Fk



A.C.T. [advanced combo theory]

So you've mastered all the basic combos; jump-ins, openers, linkers and end finishers. Well that's far from all you'll find in Killer Instinct! Below you'll find some of the more advanced tricks, but we're going to leave it to you to find some of the really special moves (like Air Doubles, Shadow Moves and Post Breaker Specials). Keep building upon your knowledge of Auto-Doubles and you'll be surprised how many new moves you can discover.

Danger Moves

When you have your opponent on the ropes and basically defeated, you can perform a Danger Move on him or her. You will only have a few seconds to perform the move. Some of the Danger Moves require special timing, or that you stand a certain distance from your victim. We've only listed a few, you'll have to find the others!

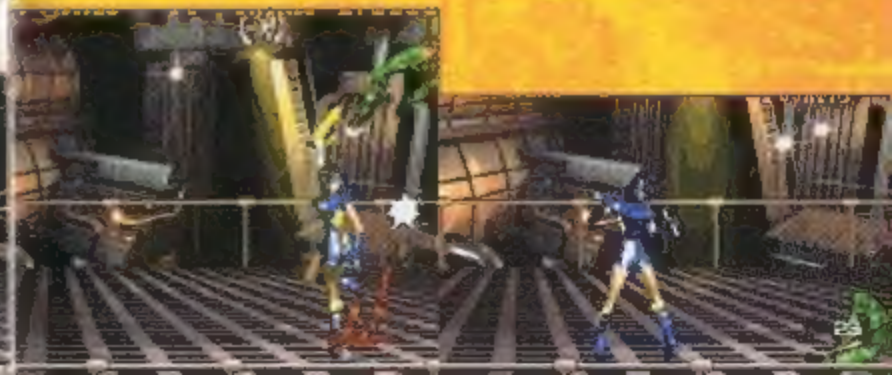
Ultra Combos

If your opponent is almost defeated (his second life bar is almost gone and the bit that remains is flashing), you can perform an Ultra Combo. Basically, Ultra Combos are like special End Finishers that work when your opponent is almost defeated. Go into a combo sequence, and if you hit, finish it with the Ultra Combo move noted for the character you are using. If you do it correctly, you should get a double digit Ultra Combo, usually in excess of 20 hits. There is no way to combo break an Ultra Combo, but if you're getting hit by one, you were almost defeated anyway.

There are many other moves and hidden secrets in Killer Instinct. In the character profiles, we have not listed all of the possible Auto-Doubles for different openers, or the linkers,etc. There are also a few special moves that we didn't list. Try everything and see what you can find!

MEMO

you can keep track of any special moves you discover here



MEMO

MEMO

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Nintendo warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for an additional three (3) months beyond the original 3-month warranty period described above. If a defect covered by this warranty occurs during this additional 3-month warranty period, Nintendo will repair the defective hardware product or component free of charge. The original purchaser is entitled to this additional 3-month limited repair warranty only if the Consumer Proof of Purchase Card (attached to the hardware packaging when sold) is returned promptly after the date of purchase to Nintendo by the original purchaser or the original purchaser's retailer.

WARRANTY SERVICE OR REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY

You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 4 a.m. to Midnight, Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR Center®M or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Nintendo's address is as set forth on the back cover of this manual.

This warranty is valid only in the United States.

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NEED HELP WITH INSTALLATION, MAINTENANCE, OR SERVICE? CALL 1-800-255-3700.

Nintendo

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